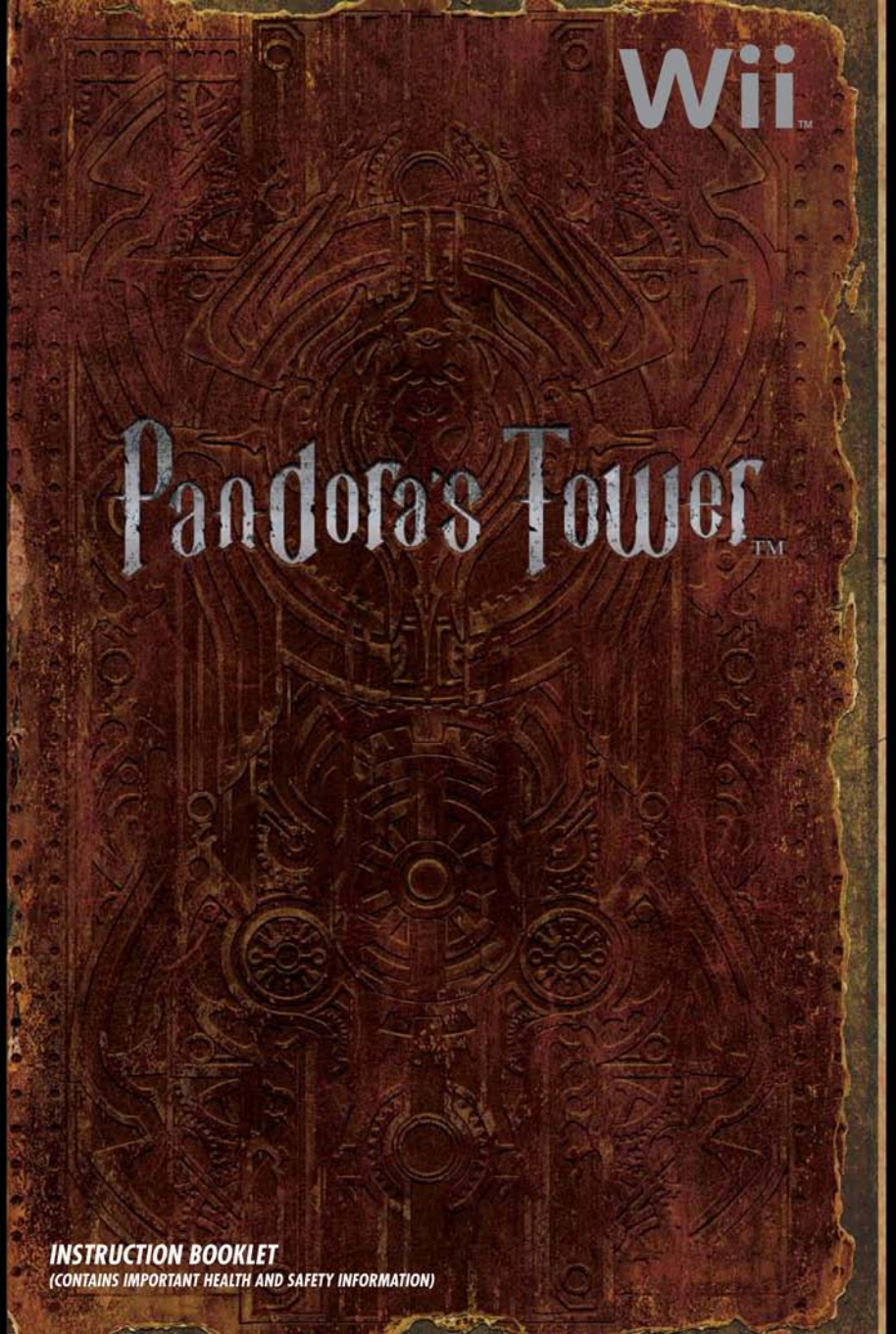
Wii™
Pandora's Tower™
INSTRUCTION BOOKLET
(CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION)

This seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Product.

Original Nintendo Seal of Quality™

Thank you for selecting the PANDORA'S TOWER™ disc for your Wii™ system.

WARNING: Please carefully read the important health and safety information included in this booklet before using your Nintendo® hardware system, disc or accessory.

Please read this instruction booklet thoroughly to ensure maximum enjoyment of your new game. Important warranty and hotline information can be found in the separate Age Rating, Software Warranty and Contact Information leaflet. Always save these documents for future reference.

THIS GAME SUPPORTS 50Hz (576i) AND 60Hz (480i) MODE.

IMPORTANT LEGAL INFORMATION

THIS NINTENDO GAME IS NOT DESIGNED FOR USE WITH ANY UNAUTHORISED DEVICE. USE OF ANY SUCH DEVICE WILL INVALIDATE YOUR NINTENDO PRODUCT WARRANTY. COPYING OF ANY NINTENDO GAME IS ILLEGAL AND IS STRICTLY PROHIBITED BY DOMESTIC AND INTERNATIONAL INTELLECTUAL PROPERTY LAWS.

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Nintendo

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Wii Menu Update

Please note that when first loading the disc into the Wii™ console, the console will check if you have the latest version of the Wii Menu, and if necessary a Wii system update confirmation screen will appear. Select OK to proceed with the update. Updates can take several minutes and may add Channels to the Wii Menu. Please note that the Wii console must have the latest version of the Wii Menu in order to play the disc.

Note: If, after performing an update, the Disc Channel still does not display the title of the inserted disc, a second update is required. Please repeat the above procedure.

Channels added by a Wii Menu update will be saved to the Wii System Memory if there is enough free space. These additional Channels can be deleted from the Data Management screen in Wii Options, and can subsequently be redownloaded from the Wii Shop Channel at no extra cost.

When the Wii Menu is updated, unauthorised hardware and/or software modifications may be detected and unauthorised content may be removed causing the immediate or delayed inoperability of your console. Failure to accept the update may render this game, and future games, unplayable. Please note that Nintendo cannot guarantee that unauthorised software or accessories will continue to function with the Wii console after this or future updates of the Wii Menu.

Language Selection

The language upon launching the game depends on the one that is set on your Wii console. This game includes five different language versions: English, German, French, Spanish and Italian. If your Wii console is already set to one of them, the same language will be displayed in the game. If your Wii console is set to a different language than those available in the game, the in-game default language will be English. For further instructions about how to change language settings please refer to the Wii Operations Manual – Channels & Settings.

Note: When starting a new game, or loading a saved game, you can choose a different language (see p. 9).
The main menu will remain in the language set on the Wii console.

Further information regarding health and safety as well as the setup and operation of accessories compatible with this software can be found in the relevant sections of the Operations Manuals as detailed below.

Using the Wii Remote Wrist Strap	Wii Operations Manual – System Setup (Using the Wii Remote™ / Using the Nunchuk™)
60Hz (480i) Mode, EDTV / HDTV (480p) Mode	Wii Operations Manual – Channels & Settings (Wii Settings and Data Management)
Classic Controller / Classic Controller Pro	Classic Controller / Classic Controller Pro Operations Manual
Optimising your Wii Remote Settings: Volume / Rumble function	Wii Operations Manual – Channels & Settings (HOME Menu)

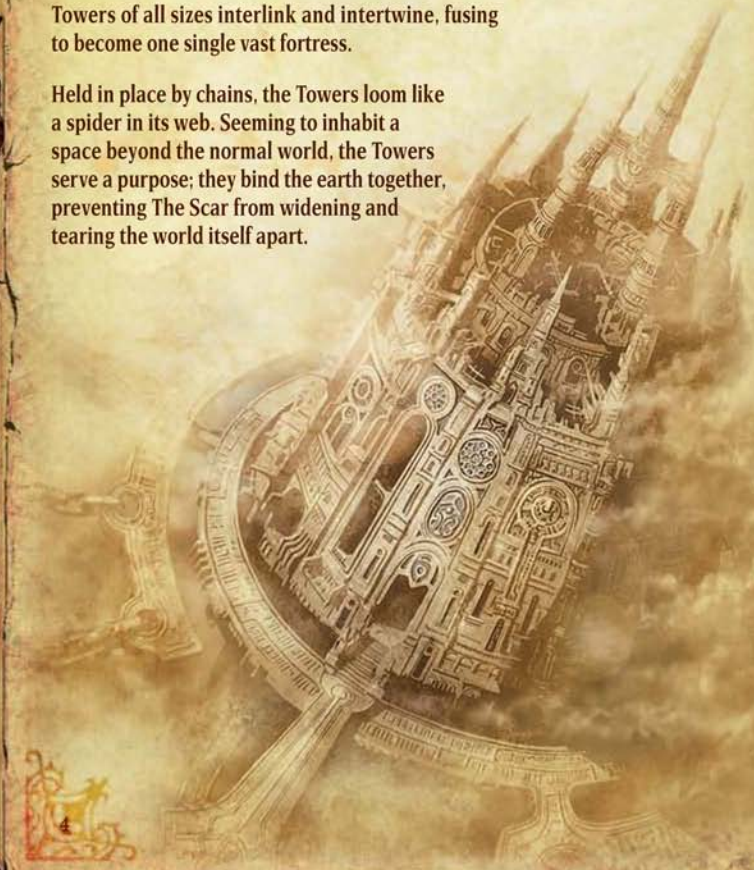
To the Thirteen Towers

At the far reaches of the world, there lies a forbidding wasteland known as Okanos.

Deep within, a vast rift known as "The Scar" blights the land. At its centre, suspended above this fathomless fissure are the Thirteen Towers.

Towers of all sizes interlink and intertwine, fusing to become one single vast fortress.

Held in place by chains, the Towers loom like a spider in its web. Seeming to inhabit a space beyond the normal world, the Towers serve a purpose; they bind the earth together, preventing The Scar from widening and tearing the world itself apart.



Aeron

The hero of our story and bearer of the Oraclos Chain. He sets off boldly for the Thirteen Towers.

Elena

A kind and cheerful girl burdened with a terrible curse. She always worries for Aeron.

Mavda

A mysterious old woman who hails from the Vestra, an avaricious tribe of peddlers. She appears to know much about Elena's curse.

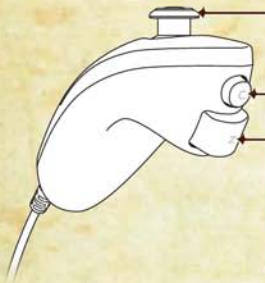
Basic Controls

This game supports both the Wii Remote™ Plus and Nunchuk combination (the Nunchuk style), and the Classic Controller Pro (including the Classic Controller).

Note: Controls throughout this manual will be explained for the Nunchuk style.
Note: This software can be played using the Wii Remote Plus. In this Instruction Booklet, "Wii Remote" refers to both the Wii Remote and Wii Remote Plus, unless stated otherwise.

Nunchuk Style

See p. 12 – 14 for more information on the various actions.

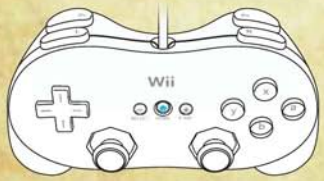


Control Stick
- Move
- Evade (while pressing Z Button)

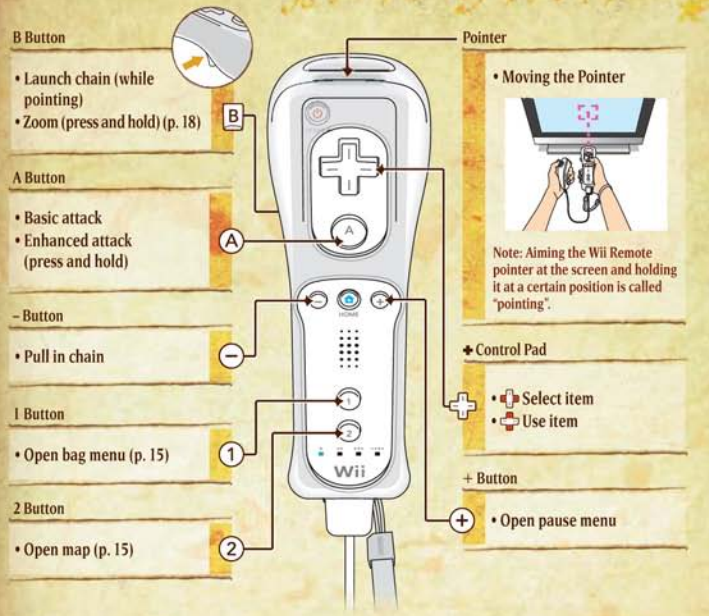
C Button
- Pull in chain (while object / enemy is bound)
- Pick up, examine

Z Button
- Guard
- Search for Elena (while in Observatory, p. 16)

Classic Controller Pro (including the Classic Controller)



- L: Move; Evade (while pressing L Button)
- R: Move cursor
- L: Guard; Search for Elena (while in Observatory, p. 16)



B Button
- Launch chain (while pointing)
- Zoom (press and hold) (p. 18)

A Button
- Basic attack
- Enhanced attack (press and hold)

– Button
- Pull in chain

1 Button
- Open bag menu (p. 15)

2 Button
- Open map (p. 15)

Pointer
- Moving the Pointer

Note: Aiming the Wii Remote pointer at the screen and holding it at a certain position is called "pointing".

✚ Control Pad
- Select item
- Use item

+ Button
- Open pause menu

Menu Controls

✚	Select option
A	Confirm option
B	Go back, cancel
+	Skip movie scene
HOME	Display HOME Menu

a	Basic attack Enhanced attack (press and hold)
R	Launch chain Zoom (press and hold)
b	Tear at enemy (while enemy is bound) Draw in item
y	Swing (while object / enemy is bound)
x	Pick up, examine
✚	Select item
✚	Use item
+	Open pause menu

Note: The L Stick, R Stick and ✚ Control Pad are used for menu selection. The a Button confirms, the b Button cancels, and the + Button skips movies.

Getting Started

1. Insert the PANDORA'S TOWER™ disc into the disc slot. The Wii console will switch on. The Health and Safety screen, as shown here, will be displayed. After reading the details press the A Button. The Health and Safety screen will be displayed if either the disc is inserted before turning the Wii console's power on, or if the Wii console's power is turned on without the disc inserted.

2. Point at the Disc Channel on the Wii Menu and press the A Button.

3. The Channel preview screen will be displayed. Point at START and press the A Button.

4. The Wii Remote wrist strap information screen will be displayed. Tighten the strap around your wrist, then press the A Button.
The title screen will be displayed.

Title Screen

Use the Control Stick or ✚ Control Pad to select one of two options, and confirm your selection with the A Button.

NEW GAME	Start the game from the beginning.
LOAD GAME	Resume a previously saved game. Select a save game to load. Note: You can also erase and copy your data.

Note:
- After selecting NEW GAME, you must select the in-game language for your save data. This can later be changed by selecting CHANGE LANGUAGE before you load the save data.
- After completing the game, you can load the save data to begin a 'New Game+', allowing you to play through the game again with added secrets and advantages.

About Saving

You can record your progress by saving normally, or by quick save. Up to three save games can be created.

Save

You can save your progress normally at the Observatory, which acts as your base of operations (p. 16). You will also be able to save after certain events.

Quick Save

A save point can be created from the pause menu any time you are exploring the Towers. This can be done from the Options tab of the pause menu. After saving, you will return to the title screen.
Note: Quick save data will be deleted once loaded.

Notes about Saving

- The Wii System Memory requires 4 blocks of free space in order to save this game.
- Do not touch the POWER Button or RESET while saving is in progress.

See the Wii Operations Manual for information on deleting files from the Wii System Memory or on how to copy to an SD Memory Card.

How to Play

Disaster has befallen Elena; she bears a curse that transforms her into a beast. In a gallant effort to save her, Aeron delves deep into the heart of the Thirteen Towers...

Game Screen

The following on-screen elements appear while in the Towers.
Note: Pressing the + Button will take you to the pause menu (p. 15).

About the Gauges

Shows how much physical endurance Aeron has left. Being attacked by an enemy or falling from a height will reduce this gauge.

Shows to what degree Elena has transformed into a beast while she waits in the Observatory (p. 16). The gauge decreases over time as she transforms.

Shows the power of the chain (p. 13). As the gauge builds up, Aeron's attack power and the length of time he can bind enemies and objects increase.

Elena's Transformation

As Aeron is exploring the Thirteen Towers, Elena will gradually transform into a beast. When she has fully transformed, the game will end. In order to prevent this, Aeron must return to the Observatory and provide her with beast flesh. This will restore her temporarily to her human form.

What is Beast Flesh?

Beast flesh is a type of item that can be obtained from enemies. Each type of flesh reverts the transformation by a set amount. This amount is proportional to the quality of the flesh.

The Masters

At the uppermost level of each tower lurks that tower's "master". Defeating a master will grant you master flesh: an item that is essential to collect if you want to rid Elena of the curse.

Game Over

If Elena completes her transformation or if Aeron's health is depleted, the game is over and you will start at the point you last saved the game.
Note: There are several checkpoints in each tower. If the game ends because Aeron's health is depleted, you can restart from the last checkpoint you passed.

Actions

Aeron uses both his weapon and his chain to attack enemies and manipulate the environment.

Using Weapons

Basic Attack

Press the A Button to deliver a normal attack with your weapon. If timed correctly, you can press the A Button repeatedly to launch a combo strike.

Enhanced Attack

Hold the A Button for a period of time and Aeron will begin to glow. Releasing the A Button after this point will deliver an enhanced attack.

During such an attack, a ring of light will appear around Aeron. Press the A Button as it converges to launch a flurry of additional enhanced strikes.

Note: As Aeron upgrades his weapon (p. 17), the number of additional strikes may change.

Reference Guide

You can check detailed information about actions in the pause menu (p. 15). Press the + Button and select GUIDE from the Archive tab.

Using the Chain

As the Chain Gauge (p. 10) builds up, so does the chain's power. The effectiveness of each action also improves: for instance, damage dealt to enemies increases and the bind time extends.

Striking

When you locate a point that you can strike with the chain, the cursor changes from to . Pressing the B Button will then launch the chain.

Note: You can use the chain to strike enemies and objects, or to pick up items. Hold the B Button to use the magnifying scope (p. 18).

Binding

If you strike an enemy with your chain, it will bind them. Use the C Button to wrap around them or the Control Stick to pull them. These actions fill your Chain Gauge.

Note: You can control the length of the chain using the Control Stick whilst the C Button is held.

Tearing

Wave the Wii Remote while an enemy is bound to tear at them, causing damage.

Extracting

When an enemy is near death, it will begin to glow red. If you bind an enemy in this state and wave the Wii Remote, you can obtain items such as beast flesh.

Note: You can extract different items depending on which part of the enemy's body you have bound.

Note: When you attack an enemy near death, it may also drop other items. You may be able to obtain certain items more easily using one method than you would with the other.

Hook Points

At certain places in the Towers, you will be able to attach your chain to a Hook Point and swing from it. Use the Control Stick to adjust your power and direction, then press the B Button for a well-timed jump.

Linking

If you launch your chain consecutively at two separate enemies or objects, you can link them together. When enemies are linked, any damage dealt to one will also be transferred to the other.

Note: You can recover the chain with the –Button.

Throwing

Press the A Button while holding down the B Button to throw bound enemies or objects in the direction of the cursor. This will cause damage to the target.

Swinging

Swinging the Nunchuk while an enemy or object is bound will swing them around the immediate vicinity. Press the A Button or B Button while swinging to perform a throw.

Chain Shot

Point at an enemy or object and, with the B Button held down, press the A Button to perform a Chain Shot. Perform this when the cursor glows to launch up to 5 consecutive Chain Shots.

Note: The Chain Gauge will remain until the Chain Shots are finished.

Pause Menu

Pressing the + Button will open the pause menu. Elena's transformation will not progress while it is open.

Available Options

Choose from a list of five options. You can change equipment, check the map, quick save and perform other actions.

Bag	Check the details of each item in your bag, change equipment and more. Note: You can increase your bag capacity.
Map	View a rough sketch of your present location.
Archive	Read documents and tutorials you've obtained.
Status	Check your current level, power and equipped items. Note: When your Experience Gauge is full, your level will increase.
Options	Save the game, adjust the screen brightness, turn subtitles on or off and adjust the volume.

About Equipment

Select the Bag tab, choose your item to equip and select EQUIP to display the Equip Zone. You can add equipment by putting an item into an empty area.

Note: Only one weapon and one set of clothes can be equipped at any one time.

The Observatory

The place where Elena awaits Aeron's return.

Acting as a hub point, the Observatory is home to many features.

Note: Elena's transformation does not progress while Aeron is in the Observatory.

Talk to Elena

How you spend your time with Elena depends on the time of day you visit her. Press the A Button when close to her to talk to her, offer her gifts and interact with her in various ways.
Note: Press the Z Button to locate Elena.

Affinity Gauge

Shows the degree of affinity between Aeron and Elena. The affinity gauge will glow as it rises and turn purple as it falls.

CHAT	Talk about various topics.
GIVE A GIFT	Present Elena with beast flesh that you've collected, or give a gift.
REQUEST TRANSLATION	Ask Elena to translate texts you've come across. Note: It may take some time for Elena to make sense of the texts.

The Bond Between the Two

By chatting and giving gifts to preserve the time Elena spends as a human, the bond between Aeron and Elena will deepen. The strength of their relationship may even change their fate...

Call Mavda

Press the A Button at the back door to call Mavda. You can trade, discuss topics and more.

BUY / SELL	Buy or sell items.
CREATE / REPAIR	Combine items that you've discovered or repair items that have broken.
UPGRADE WEAPONS	Use items to strengthen your weapon.
TALK	Find out information about the Towers and various pieces of advice.

Note: When you return to the Towers, the beast flesh that you are carrying will rot. You cannot store flesh in the trunk, so your best option is to sell any excess flesh to Mavda.

Facilities

There are all sorts of facilities available at the Observatory. Stand in front of one and press the A Button to use it.

	Desk	Save your current progress in the game.
	Trunk	Store items in or retrieve items from the trunk.
	Bed	Recover health or advance time (p. 18). Note: The amount of health recovered depends on the amount of time spent resting.

Note: There are other locations such as the courtyard, the cellar and the roof. You may be able to discover rare documents in the cellar.

Mavda's Advice

There are a great many secrets out there in the world. How about I start you off on the right foot?

Battling the Masters

The masters may be strong, but they're not without their weaknesses. Watch them carefully, and put that chain to good use. And remember, the chain's true worth depends on accumulating power.

Elena

I don't mean to meddle, but do try to get along with Elena. If you give her a gift, you might get something back in return. Just don't give her any old rubbish, though... Heh heh heh!

The Magnifying Scope

You should use the magnifying scope to aim accurately at your enemies. Not only does it magnify them, it also slows their movement. Quite useful, hmm? You can also use it to find hard-to-reach places. You might even find some rare items...

Time

Certain aspects of the Towers change depending on when you visit. It seems that certain valuables only appear at certain times. Of course, you're likely to bump into some particularly nasty beasts during the night. Heh heh heh!

Money Matters

Knowledge is power, so they say! I'll pay good money for any texts you find. If you have a lot of beast flesh in good condition, I'll take it off your hands as well. I'm looking forward to seeing what you can get for me!

[0611/UKV/RVL]

IMPORTANT HEALTH AND SAFETY INFORMATION – READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

⚠ WARNING – SEIZURES

Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, and this may occur while they are watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness or other symptom linked to an epileptic condition, should consult a doctor before playing a video game.

Parents should supervise children when they play video games. Stop play immediately and consult a doctor if your child or you have any of the following symptoms: **Convulsions, eye or muscle twitching, loss of awareness, altered vision, involuntary movements, disorientation**.

To reduce the probability of a seizure when playing video games, follow these precautions:

- Sit or stand as far from the screen as possible.
- Play video games on the smallest available television screen.
- Do not play if you are tired or need sleep.
- Play in a well-lit room.
- Take a break of 10 to 15 minutes every hour.

⚠ WARNING – REPETITIVE MOTION INJURIES AND EYESTRAIN

Playing video games can make your muscles, joints, skin or eyes hurt. Follow these precautions to help avoid problems such as tendonitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessively long play sessions. Parents should monitor their children to ensure appropriate playing time.
- Take a break of 10 to 15 minutes every hour, even if you don't think you need it.
- If your hands, wrists, arms or eyes become tired or sore while playing, or if you feel symptoms such as tingling, numbness, burning or stiffness, stop and rest for several hours before playing again.
- If you continue to have any of the above symptoms or other discomfort during or after play, stop playing and consult a doctor.

⚠ WARNING – PREGNANCY AND MEDICAL CONDITIONS

Consult your doctor before playing Wii games that may require physical activity if you are pregnant, suffer from heart, respiratory, back, joint or orthopaedic problems, have high blood pressure, or if your doctor has instructed you to restrict your physical activity or if you have any other medical condition that may be aggravated by physical activity.

Persons receiving treatment for an injury or disorder involving the fingers, hands or arms should NOT use the rumble function of the Wii Remote.

⚠ CAUTION – MOTION SICKNESS

Playing video games can cause motion sickness in some players. Stop playing immediately if you experience dizziness, nausea, fatigue, motion sickness or similar symptoms, or if you experience discomfort in your eyes, hands or arms, or otherwise feel unwell at any time during game play. Do not drive or engage in other demanding activity until you feel better.

⚠ CAUTION – USE THE Wii REMOTE WRIST STRAP

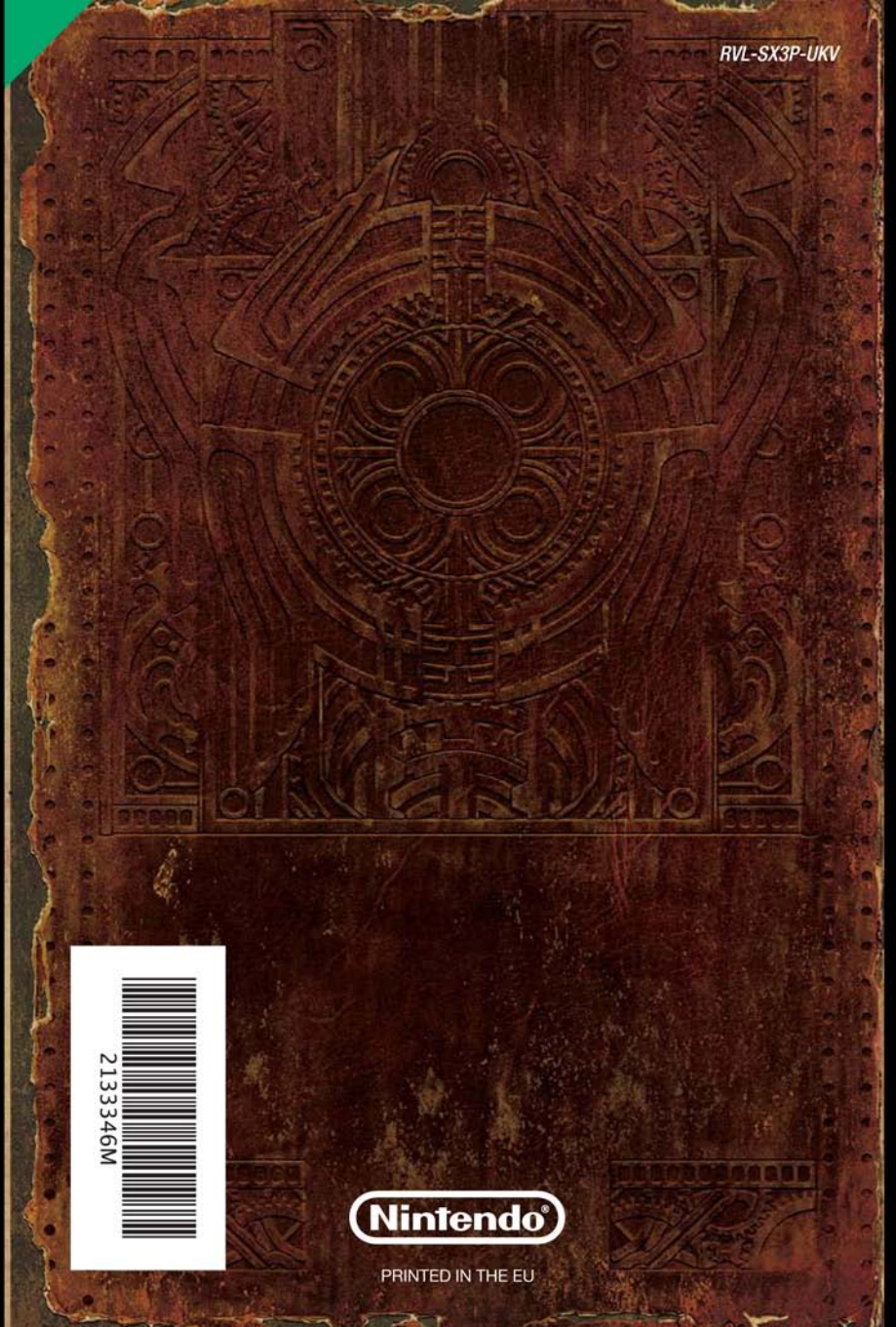
Always keep a firm grip on the Wii Remote and Nunchuk controller (if being used). Use the Wii Remote wrist strap at all times to prevent losing your grip on the Wii Remote and possibly causing damage to the Wii Remote and surrounding objects, or injury to other people. Please ensure there is sufficient distance from other people and objects when playing Wii games. Stop playing and dry your hands if they become sweaty or wet. The Wii Remote responds to minor movements so do not use excessive, rapid or wide swinging motions.

DISC USAGE PRECAUTIONS

Please read and follow the guidelines listed below when using Wii Discs in the Wii console. Failure to do so may result in damage to your Wii console or discs.

- To avoid pinching your finger, do not load the disc with your finger in the hole. Always handle the disc by the edges.
- Do not touch the bottom unprinted surface of the disc. Always handle the disc by the edges.
- Do not use cracked, damaged or repaired discs.
- Do not bend or put excessive pressure on discs when loading into the Wii console.
- Do not leave discs in direct sunlight or expose them to high temperatures, high humidity or dust, dirt or other contaminates.
- When not using discs, store them in their cases to prevent them from getting scratched, dirty or damaged.
- Do not write on, or place stickers on any part of the disc.
- If a disc becomes dirty or contaminated with fingerprints, the system may not be able to read the game data correctly. If necessary, clean the disc with a soft, slightly damp cotton cloth (use water only). Clean the disc from the centre towards the edges; do not use a circular motion.

PLEASE ALSO READ THE Wii OPERATIONS MANUAL COMPLETELY BEFORE USING YOUR Wii CONSOLE, DISCS OR ACCESSORIES. THIS MANUAL IS INCLUDED WITH YOUR Wii CONSOLE AND CONTAINS FURTHER IMPORTANT HEALTH AND SAFETY INFORMATION.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